



INSTRUCTION MANUAL



CONTROLS





CONTROLS

MENU CONTROLS

Move cursor screen (touchscreen) / left stick, right stick,
or directional buttons ▲ / ▼

Change table (main menu) touchscreen / left stick, right stick,
or directional buttons ◀ / ▶

Select touchscreen / ✕

Cancel/Previous menu touchscreen / ○



CONTROLS

GAMEPLAY CONTROLS

- Left flipper **L**
- Right flipper **R**
- Spring/Launcher (hold) **L** + **R** / left stick, right stick,
or directional button ▼
- Nudge table **L** or **R** + **X** (opposite directions) / left stick,
right stick, or directional buttons ◀ / ▶
- Pause menu **START**
- Rotate screen (when Auto Screen Rotate option is unchecked) **SELECT**



Left flipper▲ (counterclockwise rotation) /

Right flipper.....▼ (counterclockwise rotation) /

Spring/Launcherleft stick ↓ (counterclockwise rotation) /

right stick ↓ (clockwise rotation)



CONTROLS

Nudge table..... left stick ← / → (counterclockwise rotation) /
right stick ← / → (clockwise rotation)

Pause menu..... START

Rotate screen (when Auto Screen Rotate option is unchecked)..... SELECT



CONTROLS

GAMEPLAY CONTROLS: TOUCHSCREEN

Left flipper tap left side of the touchscreen

Right flipper tap right side of the touchscreen

Spring/Launcher drag finger downward on the touchscreen

Nudge table tilt the PlayStation®Vita system

Pause menu tap top of the touchscreen

Rotate screen rotate the PS Vita system

NOTE: Touch controls remain the same in relation to the touchscreen when playing with the PS Vita system in a vertical orientation.



MAIN MENU

Pinball Heroes™ automatically loads the first available table. To change tables, drag your finger vertically along the far right side of the screen (touchscreen) and tap the table you wish to play, or press the directional buttons ◀ / ▶ to cycle through tables.





MAIN MENU

START

Begin a new session on the current table.

INSTRUCTIONS

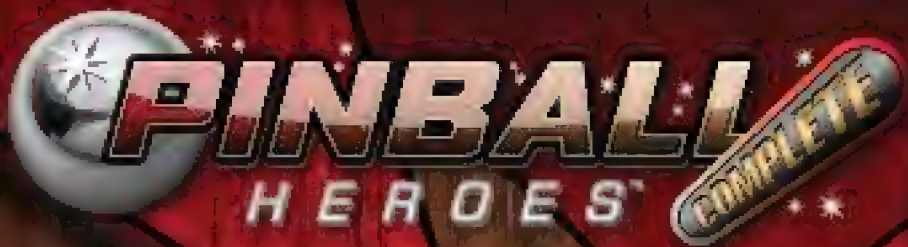
View a complete list of the rules for the current table. Each table has its own unique jackpot bonuses and scoring methods, so be sure to consult the rules to maximize your scoring potential.



MAIN MENU

SCORES AND MEDALS

View a list of local and online high score records for the current table. Select LOCAL SCORES to view the top 10 scores for the current table, or choose ONLINE SCORES to compare your score against players from around the world. Each table also has a unique set of challenges; choose MEDALS to see a list of them all.



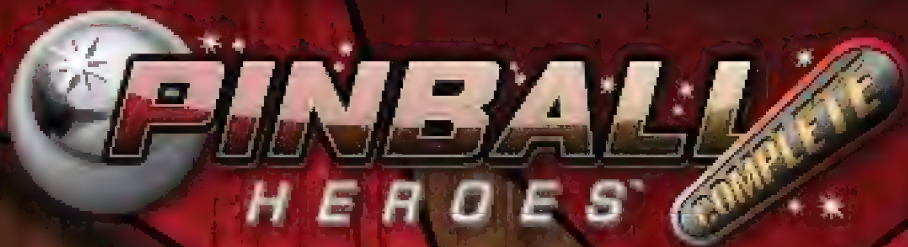
MAIN MENU

OPTIONS

Toggle various gameplay options, set up your Share Settings in order to post scores on Twitter, or change the display language. For more detailed information, please see the Options section of this manual.

CREDITS AND NOTICES

View a list of game credits, legal notices, and the End User Licensing Agreement (EULA).



MAIN MENU

PLAY ONLINE

This button on the left side of the screen notifies of your online status and allows access to online gameplay options, including Leaderboard Challenge, Online Versus, and Online Tournaments. The small square icon inside the button turns green when you are connected to PlayStation®Network. For more information, please see the Play Online section of this manual.

NOTE: A Sony Entertainment Network account and active Internet connection are required to access online features.

GAME SCREEN

1. SCORE

Shows your total score for the current gameplay session. During Leaderboard Challenges, Target Score, and Tug-O-Score, a bar appears under your score to indicate your progress toward beating the current challenge.

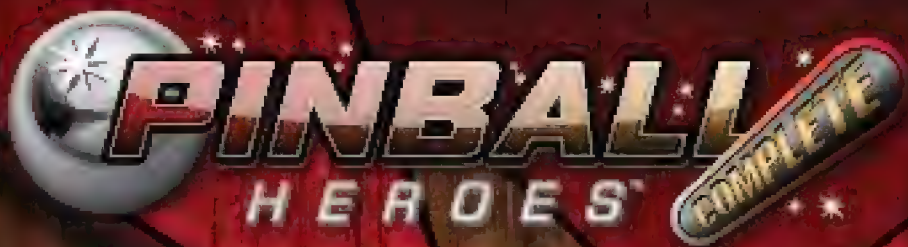
2. ATTENTION NOTICE

This bar appears at the top of the screen when an event of note occurs on the table. This includes score rewards, special events, tilt warnings, and more.

3. BALLS TO PLAY

Displays the remaining number of attempts for the current gameplay session. Your current game is over when this number reaches zero.





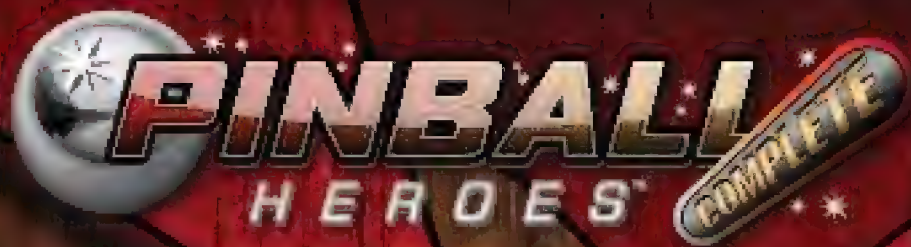
GAME SCREEN

OPPONENT SCORE (CHALLENGES ONLY)

During a Leaderboard Challenge, the score your opponent earned on the current ball is displayed in red underneath the opponent's name.

GHOST CHALLENGE (CHALLENGES ONLY)

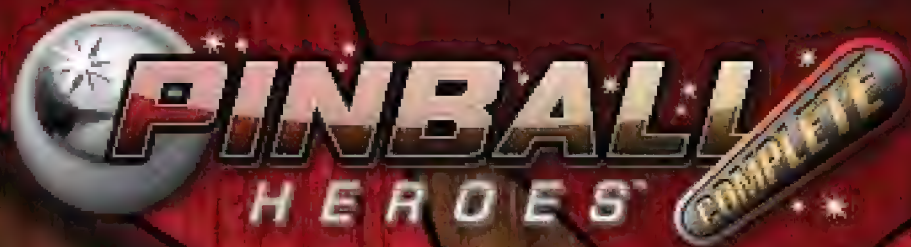
This displays your opponent's total score during a Leaderboard Challenge.



PAUSE MENU



To access the Pause menu, press **START** or tap the pause symbol on the touchscreen.



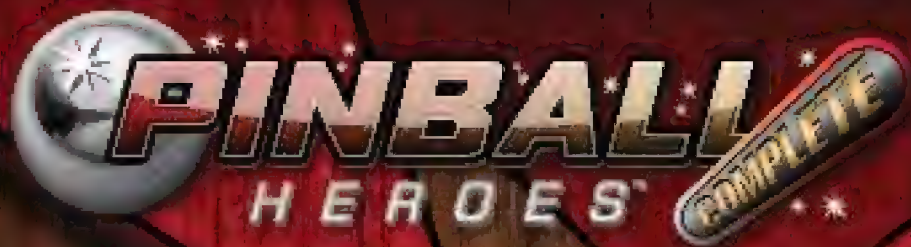
PAUSE MENU

RESUME GAME

Exit the Pause menu and return to the game in progress.

INSTRUCTIONS

View gameplay controls or read the rules for the current table. Remember to consult the Instructions page to learn about the various scoring opportunities of the table you're currently playing.



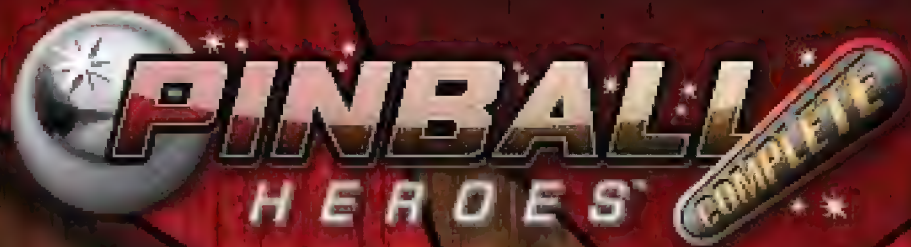
PAUSE MENU

SCORES & MEDALS

View the top local and online scores, along with a list of special goals for the current table.

OPTIONS

Toggle various gameplay options and set up your Share Settings for Twitter. For more information, please see the Options section of this manual.



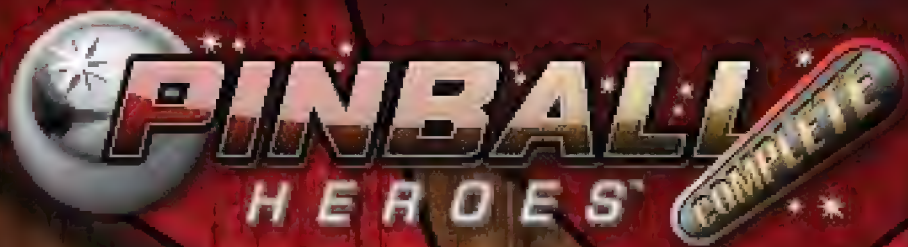
PAUSE MENU

CREDITS & NOTICES

See the list of credits and the EULA for *Pinball Heroes*™.

QUIT GAME

Exit the current game and return to the main menu.



HOW TO PLAY

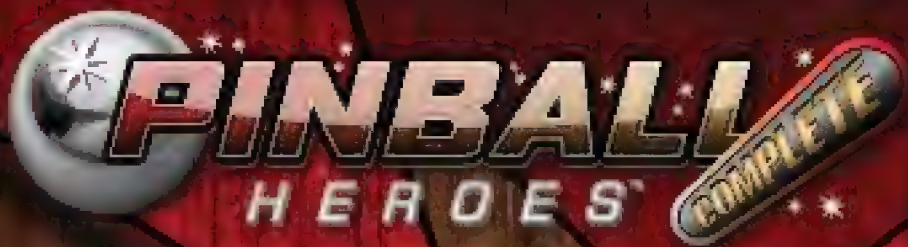
Each game of pinball gives the player three turns to score points by using a steel ball to strike targets. The goal is to keep the ball in play for as long as possible. Use the flippers at the bottom of the playfield to launch the ball toward the top of the field. If the ball gets past the flippers and reaches the very bottom of the playfield, that turn is over and a new ball must be released.

INSTRUCTIONS

wipEout®HD

- Welcome to wipEout®HD Pinball - A high-speed race of anti-gravity craft! Here are some track rules to get you started:
- There are 8 different race tracks to progress through, highlighted on the lower playfield area. Your progress through each race is marked by the lit circles around the selected track area. Progress through them all to start TIME TRIAL jackpot mode!
- Shoot FLASHING ARROWS to progress your ship along the track and move ahead in rank. Hitting the adjacent YELLOW targets, or CRASHING by falling off a ramp, will move you backward in rank.
- Once you have completed 3 laps on the given track, shoot for the CHECKERED FLAG to finish the race and move onto the next one.
- BONUS POINTS are multiplied by the current race number. Finish a race in 1st, 2nd, or 3rd place to receive medals, which award BIG POINTS, plus recurring BONUS POINTS for each medal won!
- Hit LEFT DROP TARGETS to light center POWER-UP LOCK. Drop all 3 to light EXTRA BALL. Shoot lit POWER-UP LOCK to collect.

Controls

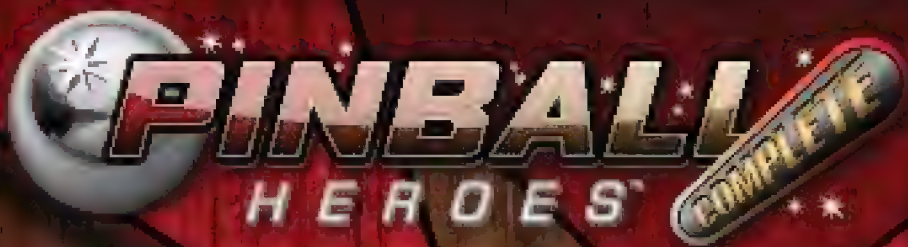


HOW TO PLAY

LAUNCHING THE BALL

To launch the ball onto the playfield, hold either **L** + **R**, right stick ↓, or drag your finger downward on the touchscreen to pull back the Spring/Launcher and release to hit the ball. How far and fast the ball is launched is determined by how far back the Spring/Launcher is pulled.

SKILL SHOT: Many tables provide an opportunity to earn bonus points by hitting a particular target immediately after launching the ball. Consult the table instructions from the main menu or Pause menu to learn its Skill Shot.

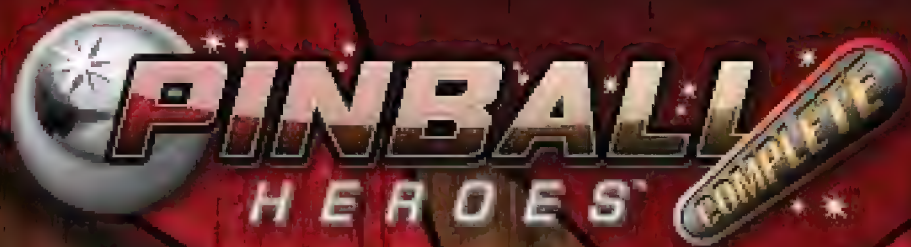


HOW TO PLAY

HITTING THE BALL

Press **L** or tap the left side of the touchscreen to move the left flipper, and press **R** or tap the right side of the touchscreen to move the right flipper. The flippers are used to keep the ball in play and move it up the playfield, with the angle and speed of the ball dependent on where it comes into contact with the flipper. Practice your timing to hit the ball onto ramps or hit certain areas of the playfield to maximize your score.

NOTE: Some tables have more than one set of flippers. Flippers further up on the playfield are typically used to access hard to reach areas.

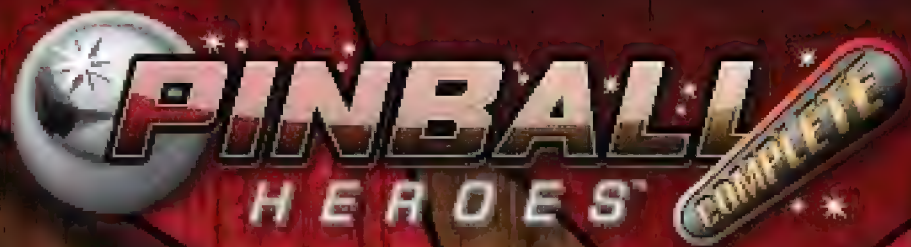


HOW TO PLAY

NUDGING THE TABLE

Tilt the PS Vita system, press the directional buttons ◀ / ▶ or move the left stick/right stick to either side to nudge the table and subtly shift the ball's position. Alternatively, you may press **L** + **X** or **R** + **X** to nudge the table in opposite directions. Use this maneuver at the right moment to save your ball from falling out of the playfield or to change its direction.

WARNING: Nudging the table too many times in a row results in a Tilt, which causes the flippers to become inactive until the ball exits the playfield and ends the current turn.

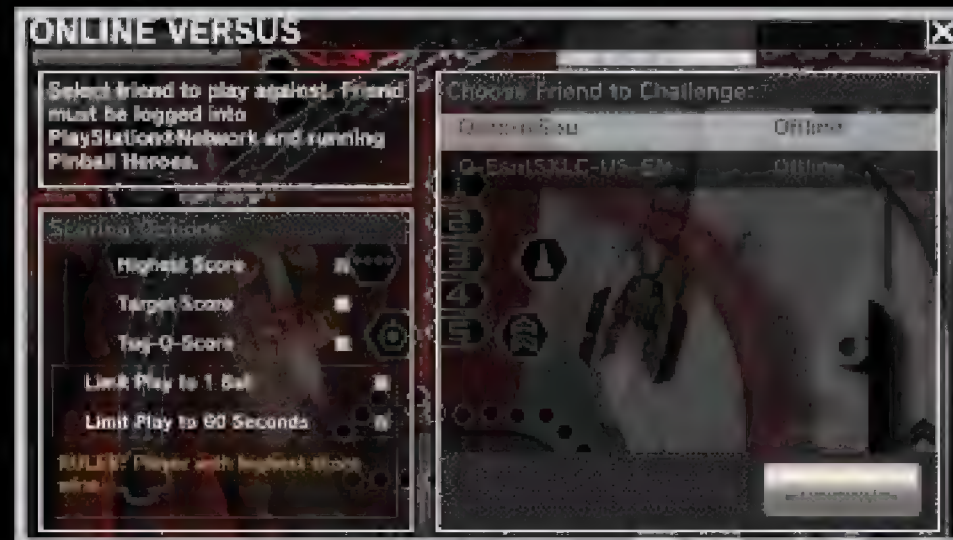


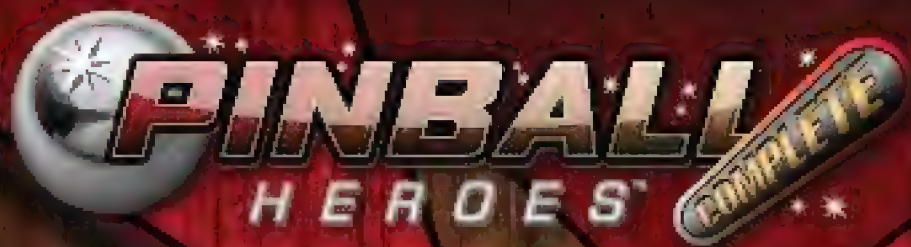
ONLINE PLAY

Tap PLAY ONLINE on the touchscreen to access the online features of *Pinball Heroes*™.

LEADERBOARD CHALLENGE

Take on fellow pinball wizards from around the world by participating in a Leaderboard Challenge. There are three different scores you can attempt to beat: Table Champion, Table Rival, and Your Score. To begin, tap CHALLENGE! next to the score you wish to conquer.





ONLINE PLAY

During a Leaderboard Challenge, the score you're attempting to beat is displayed in the lower-left corner of the screen.

TABLE CHAMPION

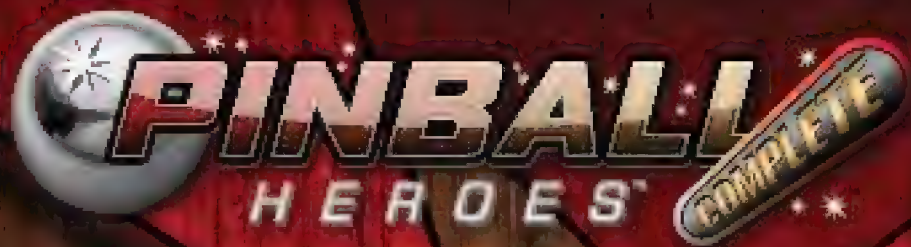
Attempt to beat the score of the top-ranked player on the Friend Leaderboard.

TABLE RIVAL

This displays the score of the player one rank above you on the Friend Leaderboard.

YOUR SCORE

Try your best to defeat your own personal high score for the current table.

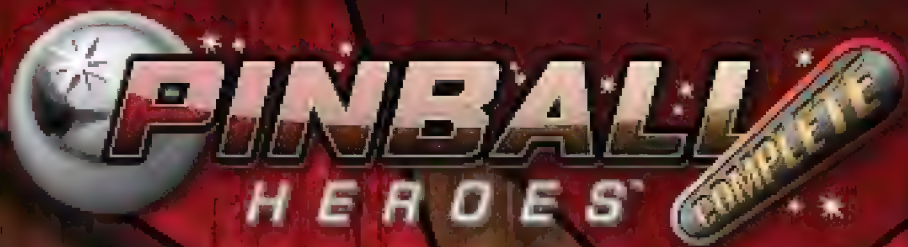


ONLINE PLAY

ONLINE VERSUS

Directly challenge people from your Friends list to a high score challenge. Set your Scoring Options by tapping the checkboxes in the lower-left area of the touchscreen, and then select a Friend to challenge by tapping their name. Finally, tap CHALLENGE! to start the showdown!

NOTE: Friends must be logged into PlayStation®Network and running *Pinball Heroes*™ in order to be eligible for a challenge.



ONLINE PLAY

SCORING OPTIONS

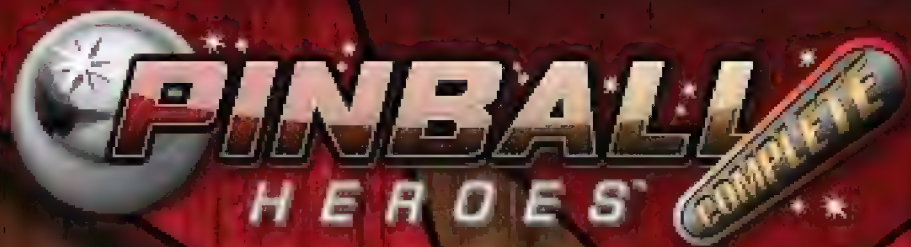
HIGHEST SCORE: The player with the highest score wins.

TARGET SCORE: The first player to reach the target score wins. The target score varies per table.

TUG-O-SCORE: An empty bar appears under the score display for each player. Scoring points fills your bar while at the same time reducing your opponent's bar. The first player to fill their bar all the way is the winner.

LIMIT PLAY TO 1 BALL: Each player only receives a single ball. Applies to all modes.

LIMIT PLAY TO 60 SECONDS: Limits the total amount of playtime. Applies to all modes and can be combined with the "Limit Play to 1 Ball" rule.



ONLINE PLAY

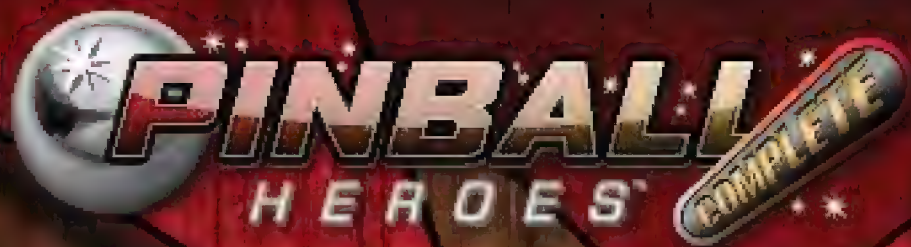
ONLINE TOURNAMENTS

Create and participate in asynchronous online *Pinball Heroes*[™] tournaments with your Friends or with players from across the globe. In an online tournament, players compete on a series of tables over a period of time and their total score determines the winner.

CREATE TOURNAMENT

Set the rules for your own custom tournament and tap CREATE to begin.

TITLE: Create a custom title for your tournament. Tap the default tournament name to open the onscreen keyboard and use the touchscreen to input a custom title.

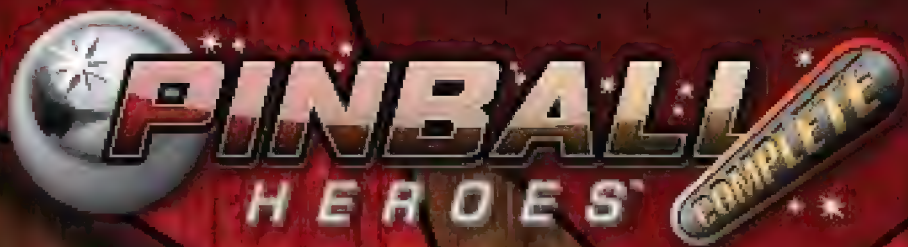


ONLINE PLAY

TYPE: Set the basic rules for your tournament. Tap FULL GAME to give every player three balls per game in an attempt to rack up as many points as possible. Tap 1-BALL/120s to limit each player to only one ball with a maximum playtime of two minutes. Select BEST OUT OF 2 to give each player two chances to register a score; only their best attempt will be counted.

TABLE SELECTION: Choose the tournament's tables. You must select at least one table to begin a tournament.

PUBLIC/PRIVATE: Anyone can search for and join Public games, while Private games are invite-only.



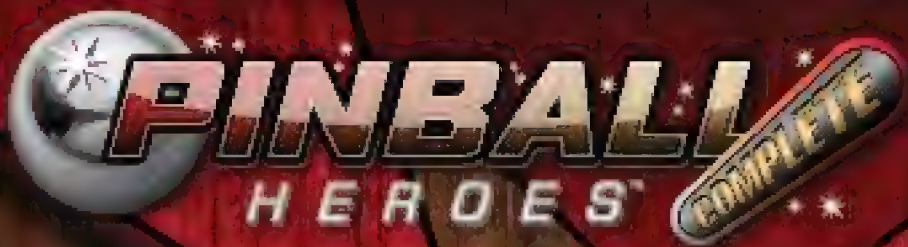
ONLINE PLAY

PUBLIC TOURNAMENT

Tap QUICK PLAY to join a random Public Tournament, or select SEARCH to view a list of Public Tournaments hosted by players on your Friends list.

PENDING INVITATIONS

View any outstanding tournament invitations you have received. Tap an invitation, and then tap DETAILS to view its contents.



ONLINE PLAY

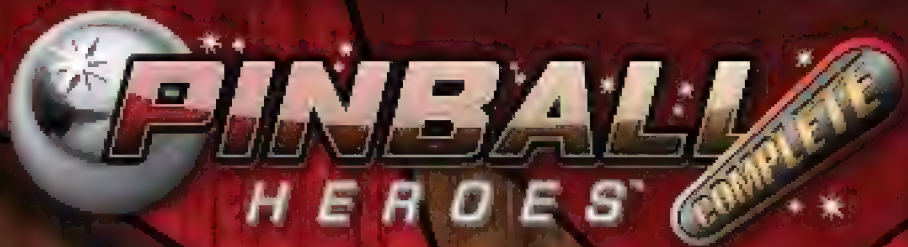
ACTIVE TOURNAMENTS

Displays a list of the tournaments you are currently participating in.

Tap a tournament to select it, and then tap DETAILS to view the current standings or select a table to play.

COMPLETED TOURNAMENTS

Observe the results for any of your prior tournaments.

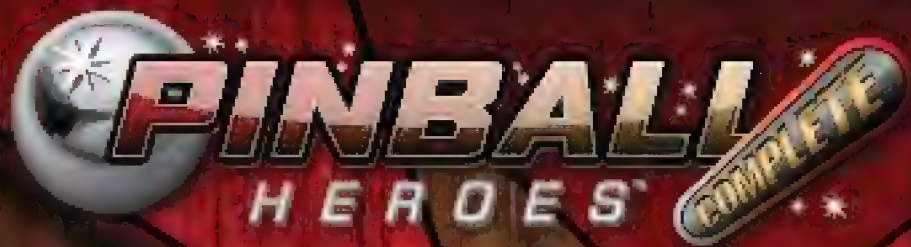


OPTIONS

The Options menu can be accessed from the main menu or the Pause menu. Tap the checkboxes located next to each option on the touchscreen to toggle settings.


DUAL FLIPPER LAUNCH

When checked, holding **L** + **R** or the left and right sides of the touchscreen activates the ball launcher.



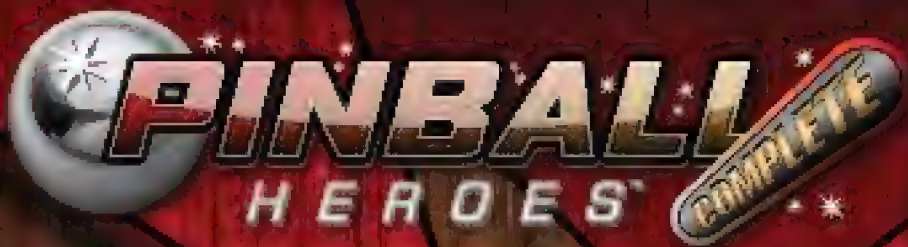
OPTIONS

AUTO SCREEN ROTATE

If checked, the screen will automatically switch to a vertical orientation when the PS Vita system is rotated. If this option is unchecked, press  to change the screen orientation.

TILT TO NUDGE BALL

Select this option to allow nudging the ball on the playfield by tilting the PS Vita system.



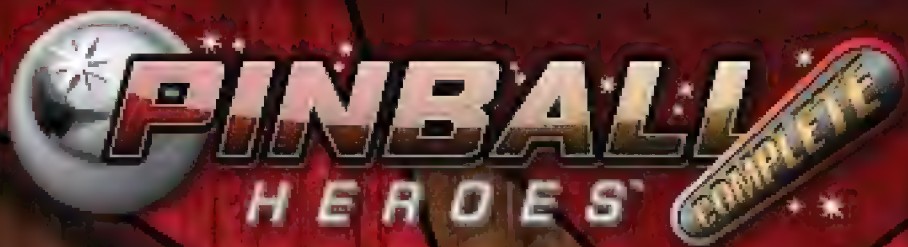
OPTIONS

REAR TOUCH PAD NUDGING

Allows the ball to be nudged by swiping your finger left or right on the rear touch pad during gameplay.

MUTE AUDIO

Tap this checkbox to mute all game audio.



OPTIONS

SHARE SETTINGS

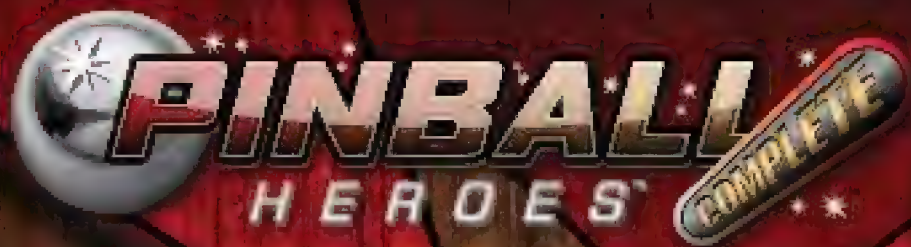
Tap the Twitter icon to give *Pinball Heroes*™ permission to post messages on the social media service.

ENABLE FACEBOOK

Allows the game to post scores to your Facebook account.


SELECT LANGUAGE

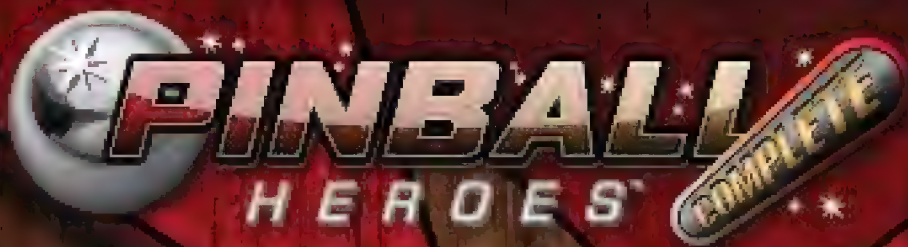
Choose the display language for all text within the game.



TIPS

Read the instructions for each table carefully. It's the only way to learn where the major bonuses and jackpots are located, and is the key to earning massive scores.

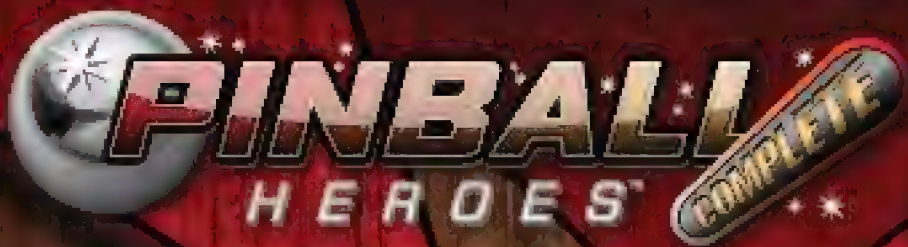
If you prefer to view the entire playfield at once while playing, press  or rotate the PS Vita system so that the screen is oriented vertically. In this mode, the score and ball displays are moved to the lower area of the screen.



TIPS

Having difficulty using the flipper to hit the ball at the desired angle? Try using the letters in the word “flipper,” stamped on the object, as a guide. Hit the ball when it reaches a certain letter, observe where the ball travels on the playfield, and adjust your shot next time it comes around.

Remember that you can hold down either flipper input to keep it raised. Use this technique to hold a ball in place; a useful technique for lining up your next shot or making multiball bonuses last a little longer.



TIPS

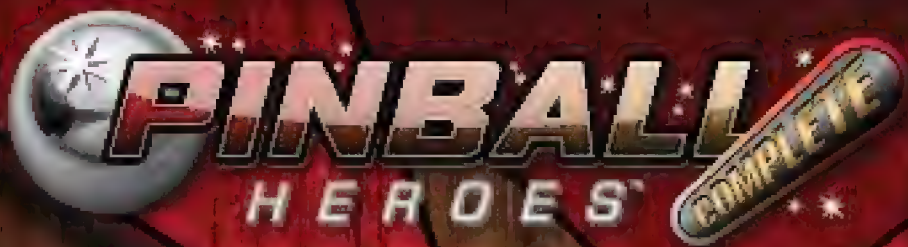
IMPORTANT PINBALL TERMS

ADD-A-BALL: A bonus that allows you to earn an extra ball, usually after completing a series of complicated goals on the table.

BALL SAVER: When the ball saver feature is active, any ball that falls down the drain is immediately returned to the launch position. This is usually active for a short time after launching a ball for the first time, but it can be reactivated on many tables by meeting certain criteria.

BUMPER: An object on the playfield that applies force to the ball when hit.

COMBO: Completing several successful shots in a row, usually by hitting ramps or orbits.



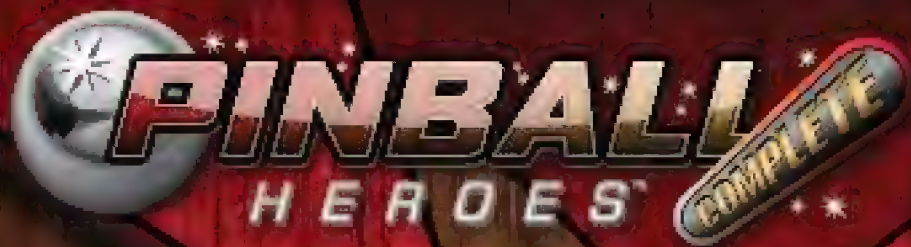
TIPS

DRAIN: A common term for the hole at the bottom of the playfield. Your current turn is over when the last ball falls down the drain.

DROP TARGET: A flat, typically rectangular, target on the playfield that falls when hit. These are commonly placed together in a row; with special bonuses awarded when all drop targets have been hit.

JACKPOT: A large score award typically earned by completing a series of successful shots on the playfield.

LANES: A narrow area on the playfield wide enough for a single ball to pass through. The most common types of lanes are located on the outside of the flippers. The lane closest to the flipper is known as “inlane,” and the lane closest to the edge of the table is the “outlane.”



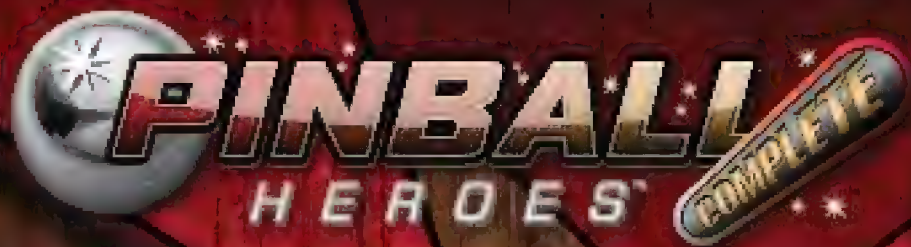
TIPS

LOCK: Some tables have a target that can hold a ball in place, usually as part of a requirement toward a larger reward or to enable multiball. When a ball becomes locked, a new ball is launched onto the playfield.

MULTIBALL: A mode where several balls are launched onto the playfield at once. Multiball ends when only a single ball remains.

ORBIT: A path that loops around the table, typically located at the top of the playfield.

PLAYFIELD: The playable area of a pinball table.



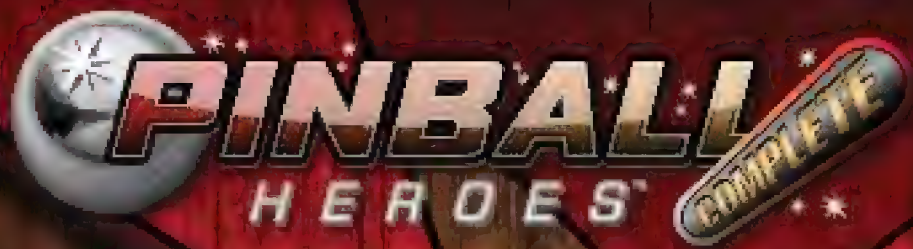
TIPS

PLUNGER: A metal rod on a spring that the player uses to launch the ball onto the playfield. Also known as the “Launcher” or “Spring.”

RAMP: A path that rises above the playfield.

SKILL SHOT: A bonus award earned by performing a specific task when launching the ball.

TILT: A penalty earned by shaking a pinball table too hard or too frequently. During a Tilt, all activity stops until the ball goes down the drain to end the current turn.



For more information on this
game please visit

www.playstation.com



PlayStation®

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

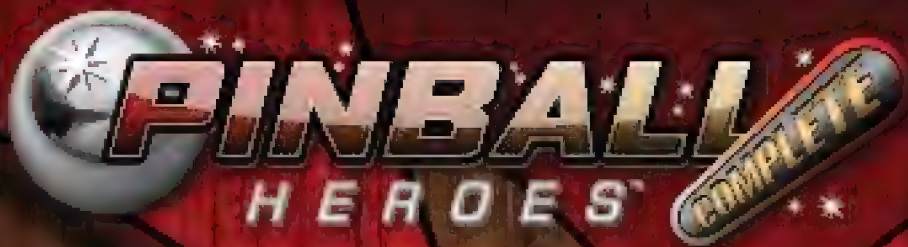
- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far away as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

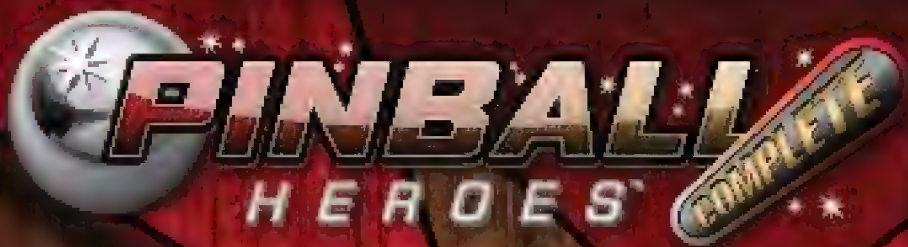
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



DISCLOSURE REGARDING USE OF LOCATION DATA

This game interacts with other applications that use location data (such as “near”).

To turn off location data, go to [Settings] > [Location Data].

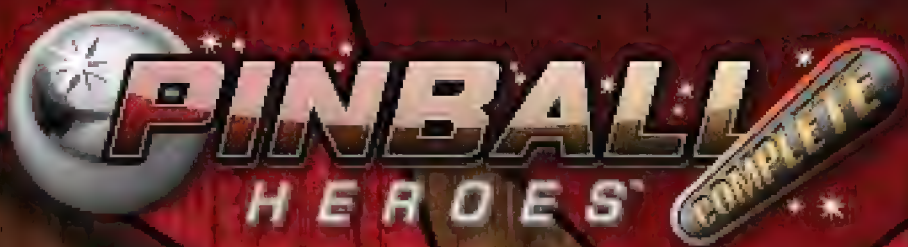


**CONSUMER SERVICE/
TECHNICAL SUPPORT LINE**

1-800-345-7669

Call this number for technical support, installation or general questions
regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6am– 8pm
and Sunday 7am – 6:30 pm Pacific Standard Time.

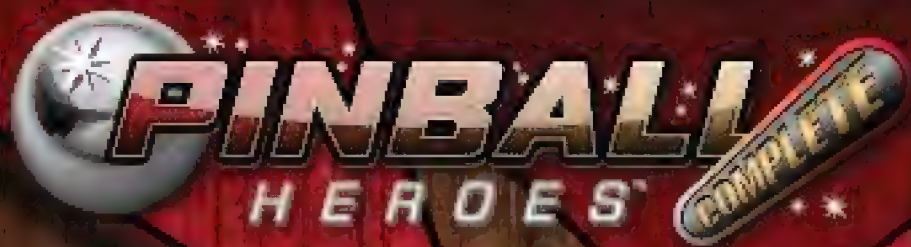


**ONLINE INTERACTIONS
NOT RATED BY THE ESRB**

ONLINE USER AGREEMENT

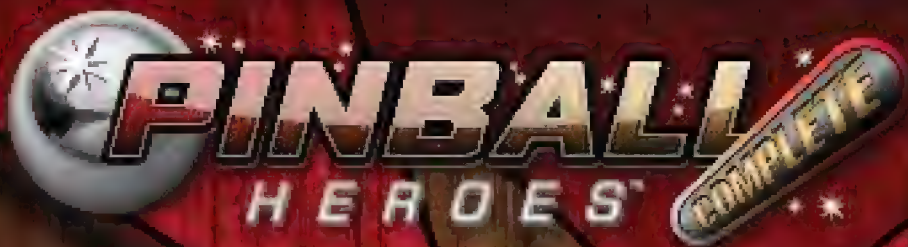
PLEASE READ THE ENTIRE ONLINE USER AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE “ACCEPT” OR “DECLINE” BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE “DECLINE” BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE FEATURES OF THIS GAME. IF YOU WISH TO RETURN THE PACKAGED VERSION OF THIS GAME, CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA LLC (“SCEA”) CONSUMER SERVICES AT 1-800-345-7669 FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. **ACCEPTANCE OF AGREEMENT.** This Agreement can be accepted only by an adult 18 years or older. By clicking the “ACCEPT” button, you affirm that you are over 18 years old and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).



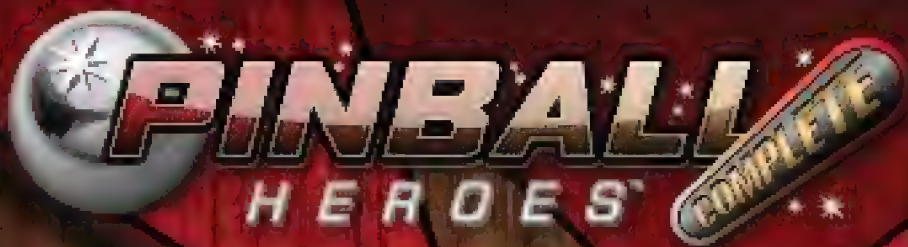
ONLINE INTERACTIONS NOT RATED BY THE ESRB

2. **GRANT OF LICENSE.** SCEA grants you a limited, non-exclusive license to use the game software which includes User Generated Content creation tools (collectively, the “Software”) for personal use on a PlayStation® computer entertainment system only. This limited license does not grant you the right to, and you agree that you shall not (i) rent, lease or sublicense the Software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the Software, (iii) attempt to create source code from the object code for the Software, or (iv) download game content for any purpose other than game play, User Generated Content creation, or User Generated Content distribution as permitted solely in connection with the licensed use of this game. Any rights not explicitly granted to you with respect to the use of the Software are reserved to SCEA. SCEA may modify game content, including User Generated Content, at any time for any reason. This Software may include time and use restrictions. For time and use restrictions regarding this Software, visit www.us.playstation.com/support/useragreement.



ONLINE INTERACTIONS NOT RATED BY THE ESRB

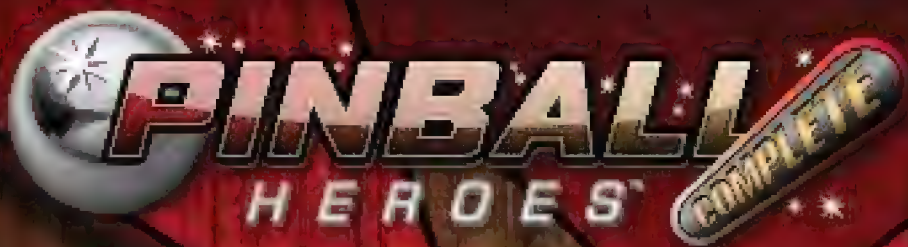
3. **AUTHENTICATION/SERVICE.** SCEA may retrieve information about a user's hardware and software for authentication, copy protection, account blocking, system monitoring/diagnostics, rule enforcements, game management and other purposes. SCEA does not guarantee the continuous operation of the game servers and shall not be responsible for any delay or failure of the game servers to perform.
4. **MAINTENANCE AND SYSTEM UPDATES.** Some games will not play unless you have updated your PlayStation®'s system software ("System Software"). The game software may check your PlayStation® to determine what version of System Software is currently installed. If your PlayStation® has an older version of the System Software the game software may require that you update your System Software in order to play the game. Updating your PlayStation®'s System Software could cause a loss of data, content, functionalities, or utilities. Therefore, you should back up whatever data may be copied from your PlayStation®'s hard disk prior to updating your System Software. Data back-up instructions can be found in the PlayStation® Online User Guide. SCEA is not responsible for data loss.



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5. **SEPARATE USER ACCOUNTS.** This game may ask you to create an account with a user, player or other game name ("Game Name") and password. You may also be asked to select or provide additional information for a game profile. This information may be provided to any tournament website established by SCEA or its partners in connection with this game. When you choose a Game Name, choose an alias to protect your identity. When you choose a password, choose a unique combination of letters and numbers unrelated to your Game Name or to any information you may share with other players in the game. If your account is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669.

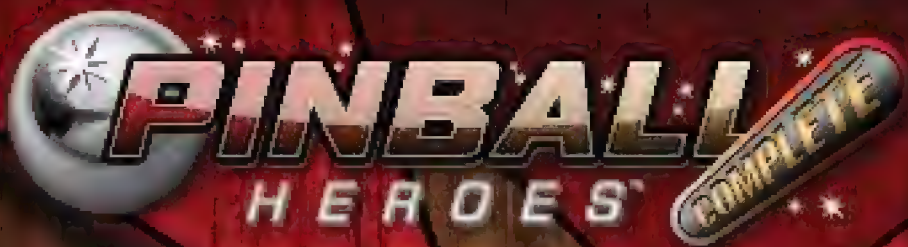
6. **COLLECTION AND USE OF INFORMATION.** If you use the online features of this game, SCEA may collect and store certain information related to your use of this game and your PlayStation® computer entertainment system and, subject SCEA's



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privacy policy and the privacy policy governing PlayStation®Network, share this information with third parties. This information may include user IDs (such as your PlayStation®Network online ID and Game Name), game scores, game achievements, game performance, real-world locations visited (e.g., location information), buddylists, hardware MAC address, internet protocol address, and your usage of game features. Through updates or changes to this game, SCEA may have collect, store and share other information. By using this game you consent to SCEA's collection, storage and sharing of this information, including public display of your information such as your user IDs, physical location, scores, ranking, achievements and other gameplay data.

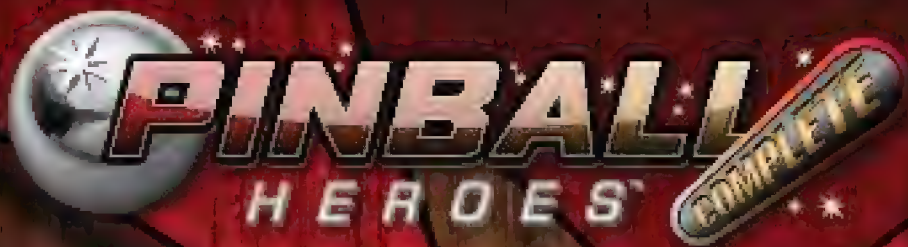
7. PROTECTION OF IDENTITY/NO EXPECTATION OF PRIVACY. You acknowledge that you have no expectation of privacy or confidentiality in any personal or other information you may intentionally or unintentionally disclose. You should avoid saying anything personally identifying in chat.



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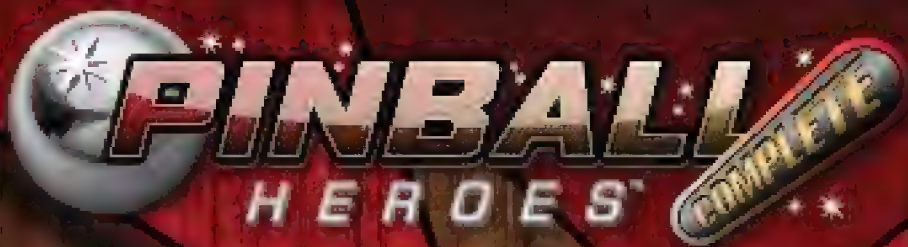
8. **ONLINE CONDUCT.** When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

- (a) Harassing or intimidating other players;
- (b) Using language, selecting user, character, clan or team names or creating any other content that may be racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
- (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;



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- (d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
- (e) Falsely representing that you are an employee of Sony Corporation, SCEA, or any other affiliated or related company;
- (f) Disrupting the normal flow of chat;
- (g) Making a false report of user abuse to SCEA Consumer Services;
- (h) Violating any local, state or national law;
- (i) Using a cheat code, cheat device or any device that modifies the executable game code or data. For a detailed explanation of the SCEA policy on cheating, visit www.us.playstation.com/onlinecheating.



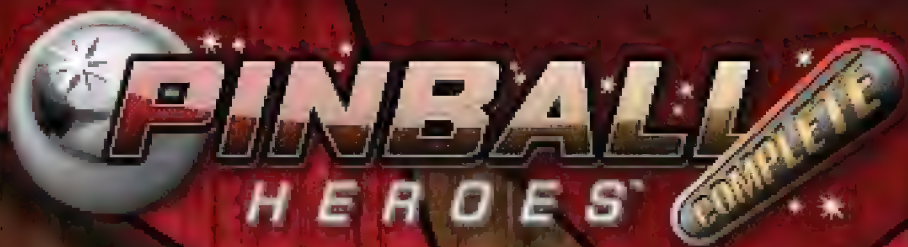
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(j) Any attempt to deliberately alter, damage or undermine the legitimate operation of this game, including but not limited to exploiting the ranking system by creating “dummy accounts”.

9. **REPORTING ABUSE.** To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669.

10. **AGREEMENT VIOLATIONS.** If you violate this Agreement in any manner, SCEA may, at its discretion and without notice, temporarily or permanently block your account and/or reset your stats and/or rankings in this game and any other games.

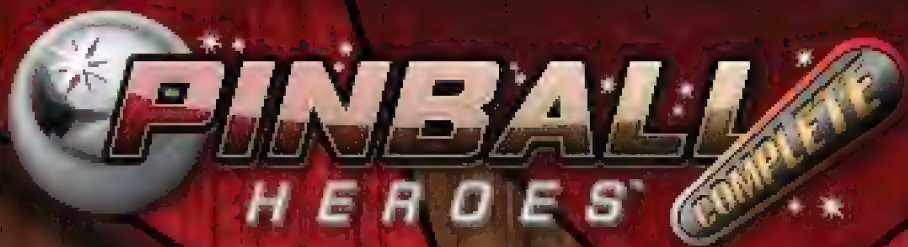
11. **INTERNET AND MOBILE CONNECTION.** In order for the online features of this game to operate properly, you will be required to have and maintain an adequate Internet connection. SCEA and its affiliated companies are not associated with any Internet service providers (ISPs) including hotspot and mobile network operators



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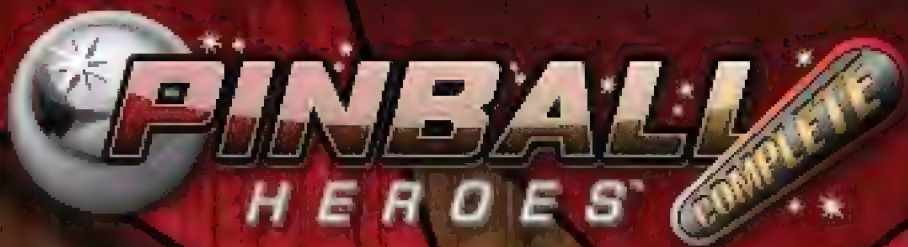
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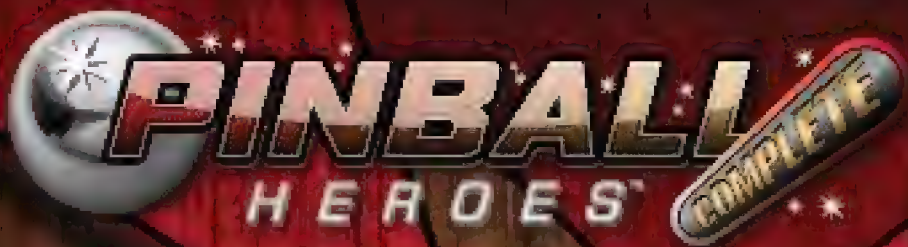
13. **MODIFICATION.** SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you log in to play. By accepting this Agreement and by playing



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the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreement.

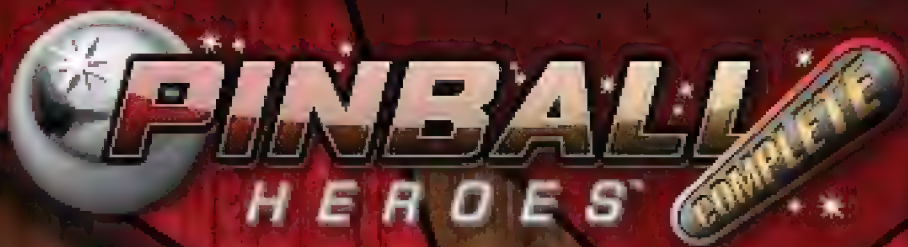
14. USER GENERATED CONTENT. This game may include tools that give you the ability to communicate with other players and to create, post and distribute various forms of content for and in connection with the game, including but not limited to pictures, photographs, videos, game-related materials (including levels and characters) and other information (individually and collectively, "User Generated Content"). You acknowledge that SCEA and the other creators of User Generated Content have rights in their respective content under copyright and other applicable laws, and that except as expressly described in this Agreement, such rights are not licensed or otherwise transferred to you. You accept full responsibility and liability for your use of any User Generated Content in violation of any such rights.



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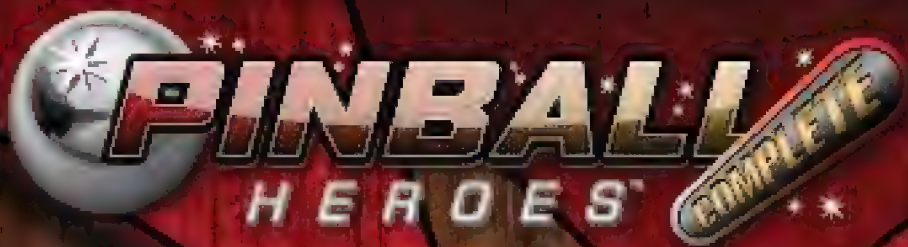
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- (b) contains fraudulent statements or misrepresentations that could damage SCEA or any third party;
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- (d) is obscene, defamatory, threatening, harassing, predatory, pornographic, hateful, racially or ethnically offensive, or encourages conduct that would violate any law or is otherwise inappropriate;



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- (f) is an impersonation of another person; or
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You agree that SCEA is not responsible or liable for User Generated Content submitted or posted by you or by others. SCEA does not claim ownership of any User Generated Content that you submit or make available as part of the game, and SCEA expressly disclaims any and all liability in connection with any User Generated Content. SCEA has no duty to pre-screen User Generated Content.

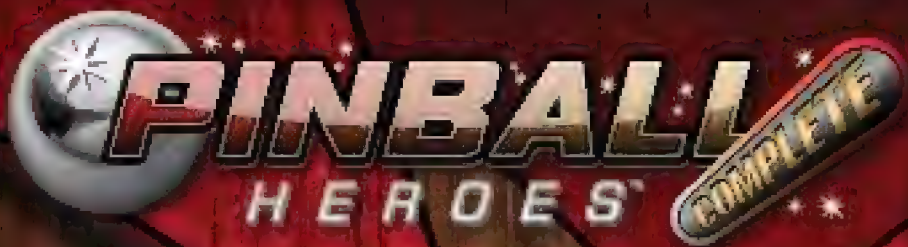


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- (c) You hereby:
 - (i) Acknowledge that you have received good and valuable consideration from SCEA for the license of the rights in your User Generated Content under this Agreement;



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- (iv) Warrant and represent that: (A) you created your User Generated Content; (B) you have all necessary rights to your User Generated Content to fulfill your obligations under this Agreement; and (C) your User Generated Content does not infringe on the intellectual property or other rights of any third party and is not obscene, defamatory, offensive or an advertisement or solicitation of business.



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You agree to indemnify and hold the SCEA Parties harmless from any claim or demand, including reasonable attorneys’ fees, made by any third party due to or arising out of your violation of this Agreement or use of User Generated Content.



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